

XBoot

The Boot Manager

TEN
SOFTWARE

XBoot III

The Boot Manager

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1. Installation

The XBoot disk contains the following files:

Folder \XBOOT:	XBOOT.PRG	The program itself
	XBSTART.PRG	The autostarter for TOS 1.00/1.02
Root directory:	INSTALL.APP	The installation program
	README.TXT	A text file with remarks or important information not contained in the handbook

INSTALL. APP is an installation program that will automatically copy the needed files onto your hard drive. To accomplish this, insert the XBoot disk in the floppy drive now and start INSTALL.APP. The following dialog box appears:

XBoot Installation
Drive:
Activity:

Status:

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Select on top the partition from which you normally boot. The default is partition C. Unless you use a special hard disk device driver which allows booting from other partitions, you should leave this setting unchanged. Keep the XBoot disk in your floppy drive and click on **>Start<**. The required files will now be read from the floppy disk and copied to the folders \AUTO and \XBOOT on your hard drive. If a folder does not exist it will automatically be created first. Finally - and this only if necessary - the XBOOT.PRG itself will be moved to the first slot in the AUTO folder, so that when booting it is indeed run as the very first program.

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During the installation procedure you can monitor what the program currently does on the lines titled **>Action<** and **>Status<**. When the installation has been finished a message indicating this appears.

Note: The program XBSTART.PRG will only be copied to your hard disk if you use an older ST model with TOS versions 1.00 or 1.02. All other users do not need it.

Should you work with a hard disk device driver that enables booting from any partition, you can naturally install XBoot in several partitions. Simply click on the desired drives in succession and restart the installation procedure accordingly.

To exit from the installation program, click on the **>Quit<** button.

Following a successful installation XBoot is immediately available to you with each subsequent booting, either when you turn the computer on or after a reset.

2. Introduction

You all know the problem: In the course of time the boot partition of your hard drive gathers an increasing number of AUTO folder programs, accessories and CPX modules and, pretty soon, you lose all control. So, it would be nice if you could only load the AUTO folder programs, accessories and CPXs pertaining to each particular session.

And that's exactly where XBoot comes to the rescue. Running as the first program in the AUTO folder of the boot partition, it offers the option of creating a unique configuration for each AUTO folder program, accessory or CPX module. But that is only one of XBoot's numerous features...

A distinct drawback to running programs from the AUTO folder is that they cannot use any GEM functions (AES), in other words: there is no graphic user interface and no mouse. Because of this such programs are, in most cases, very cumbersome to use, in particular when they contain numerous options.

XBoot is different. It is the first program for the ST/STE/TT that provides a real GEM-like interface within the AUTO folder. And it is fully mouse controlled. You work with a real mouse pointer as if you were in a regular GEM program. In addition, almost all functions can also be invoked from the keyboard.

Besides being easy to use, the program is also very efficient and, in addition to standard features such as activating/deactivating of AUTO programs, accessories and CPX modules, it also offers many others.

Here is a short overview of XBoot's features:

- Fully controlled with either mouse or keyboard.
- Runs on all Ataris (ST/STE/TT), in monochrome or colour, independent from the hardware used. The minimum resolution is 640 x 200 pixels.
- Often used settings can be saved as a set.
- Closely related files - like an AUTO folder program with its CPX configuration - can be selected/deselected with a single mouse click or keystroke (Links).
- The execution order of AUTO folder programs, accessories and CPX modules can be changed at will.
- The programs, accessories, CPX modules, and sets can be listed as sorted or unsorted.
- Setting of system date and time.
- Even computers without a battery backed-up clock will maintain the correct time and date after a reset
- Flexible installation of any Info-file, i.e. ASSIGN.SYS, DESKTOP.INF/NEWDESK.INF etc. can be charged on the fly.
- Each set can have a list of batch commands (e.g. COPY, KILL, EXEC).
- Autostart of any GEM program under all TOS versions (1.00 and 1.02 as well).
- A very comfortable, custom written, file selector.

2.1 Concept

As you already may know, when your computer is turned on all (TOS) programs in the AUTO folder are loaded and executed first followed by all accessories in the root directory of your boot partition/disk. The only

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requirement is that the programs in the AUTO folder have the extension **".PRG"** while the accessories should have the extension **".ACC"**. This whole process from turning your computer on until the desktop appears is commonly known as "booting".

If the extension of an accessory is changed, i.e. the file is renamed (for example from **"CLOCK.ACC"** to **"CLOCK.ACX"**), this accessory will no longer be loaded during booting. The same goes for programs in the AUTO folder and the CPX modules of Atari's control panel accessory XCONTROL - to prevent a program/CPX from running/loading, the extension is simply changed from **".PRG"** to **".PRX"**, or **".CPX"** to **".CPZ"** respectively. This very method is used by XBoot to indicate which programs, accessories, and CPX modules will or will not be loaded during booting.

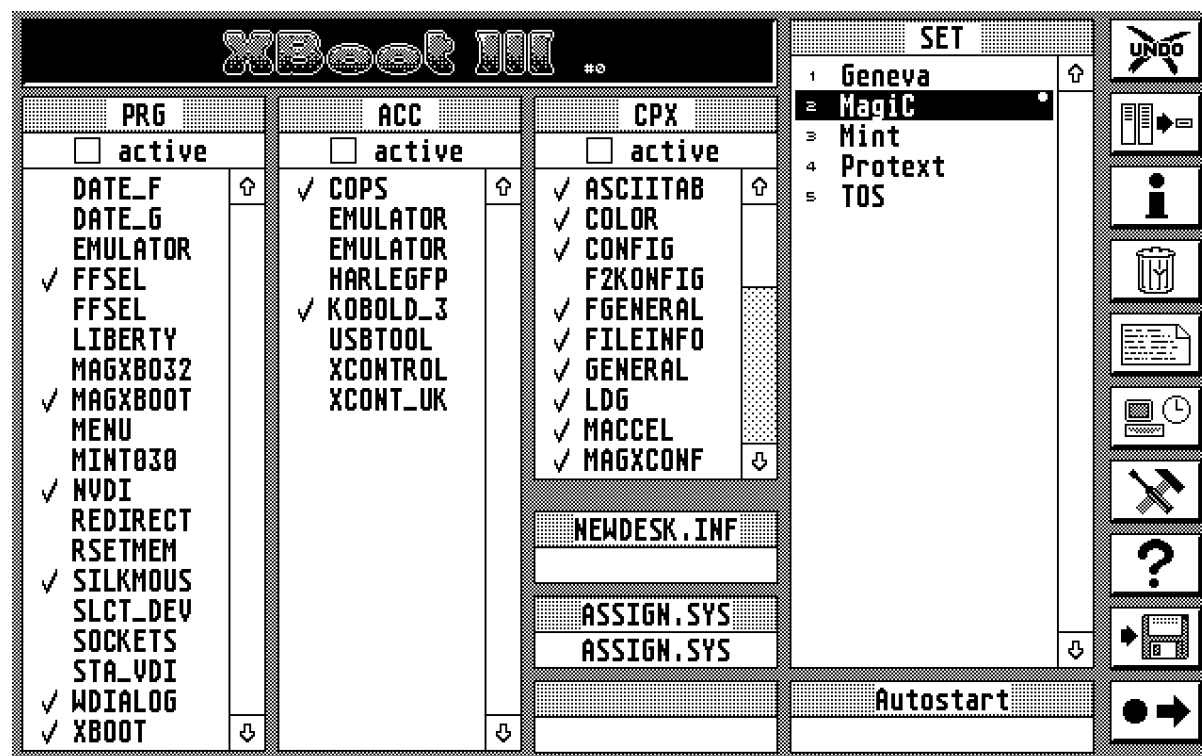
XBoot itself also runs from the AUTO folder. So, in order to have access to all other programs, XBoot must run as the very first program in the AUTO folder. The sort order implied here is not the Name/Date/Size/Type order as found on the desktop, but the physical order in which the files are stored on disk. It is in this order that the programs from the AUTO folder are loaded and run. However, you need not worry about all this - at least not in regard to XBoot - since the installation program will automatically take care that XBoot is run as the first program in the AUTO folder (see Chapter 1).

XBoot will now let you choose which AUTO folder programs, accessories, and CPX modules should be loaded. If needed, the selected programs are then renamed to **"*.PRG"** while the remaining (not to be run) programs are renamed to **"*.PRX"**. The same goes for accessories and CPX modules. It should by now be quite clear why XBoot must run as the very first program in the AUTO folder. Namely, if there are programs physically before XBoot, the renaming of these programs will only be effective during the next booting of the computer. In spite of all that, however, there are some exceptions where it makes sense to run a program before XBoot. More about this can be found in the **>Running order<** section.

2.2 User interface

2.2.1 Main screen

The following screen appears after starting XBoot:



Listed on the left side of the screen (under the heading **>PRG<**) are the programs in the AUTO folder (from now on referred to as **"PRGs"**). To the right beside them are the accessories (**"ACCs"**) and to the right of them you can see the CPX modules (**"CPXs"**). The active files (i.e. the ones that are to be loaded) are indicated by a check mark. If there are write-protected (i.e. **"read-only"**) files, they are shown with light characters. This serves as an indicator that such files cannot be selected.

The sets are shown to the right of the CPX modules, while alongside the right edge of the screen is a stack of picture symbols for invoking individual XBoot functions.

Underneath the CPX modules are three small windows. They are used to select Info-files for a set, for example NEWDESK.INF, ASSIGN.SYS etc.

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(see the relevant chapter), and underneath the sets list you can see the autostart application for the current set.

All lists contain scroll bars and arrows used in the usual manner to show a portion of the list. A unique feature is that when the sliders are moved the screen is updated in real time.

2.2.2 Buttons, shortcuts and popup menus

The buttons in XBoot (i.e. the fields that can be clicked on with the mouse) differ from normal GEM buttons in a several ways. Radio buttons are round fields used to select from mutually exclusive options. On/Off buttons, also known as check boxes, are squares which can contain a cross and are used to turn individual options on and off.



Almost all buttons in XBoot can also be invoked by using a particular keypress combination (shortcut). In most cases the key is indicated by an underlined character within the button. Such a button can also be selected by pressing **ALTERNATE** + **character**. All other shortcuts are discussed in the relevant chapters and in the summary in Chapter 7

Another dialog object is the so-called popup menu. It is marked by a shadowed field:

Default set:



When you click on this field a menu appears that can be operated like any other ordinary menu. Alternatively, you can hold down the mouse button and release it over the desired menu entry (Macintosh-like) or use the arrow keys on your keyboard. A detailed list of all keyboard functions can be found at the end of Chapter 5.

3. PRG/ACC/CPX

3.1 Selection of files

As already mentioned in the Introduction, XBoot can be controlled either from the keyboard or with the mouse. The same goes for the selection of PRGs/ACCs/CPXs. There are two ways of activating an inactive file (no check mark) or vice versa. Either **click** on the file name with the mouse or move the black cursor-bar to the file using cursor keys and then press **Insert** or the **space bar**. Note: The cursor-bar will not be visible until you press a cursor key.

Write-protected files, indicated by light characters, are of course not selectable.

Select all required AUTO folder programs, accessories, and CPX modules as described above. If a certain selection is required frequently it is advisable to save it as a set (see Chapter 4).

At this point some people may wonder what the big advantage of selecting CPX modules is. This is quite obvious for AUTO folder programs and accessories (see above) but for CPX modules the answer is also quite simple: If the CPX modules are not loaded as resident (refer to your Atari manual) the memory requirements are very minimal (about 600 bytes per module) but after a certain number the list in the control accessory becomes quickly unmanageable. Many CPX modules are only needed as configuration files for some resident AUTO folder programs (a classic example of such a couple is Atari's own MACCEL mouse accelerator). This CPX module serves no purpose whatsoever if the accompanying AUTO folder program is not loaded.

This dependency between AUTO folder programs and CPX modules is defined in XBoot using so-called Links (see the relevant chapter).

Furthermore, do bear in mind that the CPX modules are loaded only when the XCONTROL accessory is active. If you do not use the XCONTROL accessory just ignore the CPX list.

3.2 Display active files only



When there are a large number of files it is often easy lose track of them. In such cases it is handy to display only the currently active files. To toggle between showing all files and active files only, click on the **"active"** button on top of the relevant list. This can also be done with the **"P"**, **"A"** and **"C"** keys.

4. Sets

The so-called sets are central to the operation of XBoot. The reason is as follows: Each task or a work session requires a unique selection of AUTO folder programs, accessories, and CPX modules. For example, when working with a word processor, a printer spooler must run from the AUTO folder and accessories such as snap utility, spooler configuration etc, must be also loaded. On the other hand, if the word processor is not going to be used, the above-mentioned programs are not really needed - quite the contrary. The AUTO folder program will occupy unnecessary memory in the computer and the accessories occupy both memory and precious menu entries. So whenever you wish to work with the word processor, instead of having to activate all of the relevant programs and accessories manually, simply create a set called **"Text"** containing the list of all of the necessary files. XBoot will thus reduce the process of creating a unique working environment to a simple keypress or a mouse click

It is entirely up to you which tasks to create the sets for. An obvious choice are the sets for the most frequently used programs, but you can also create a standard set for high, medium or low-resolutions, whereby each one installs a unique - resolution dependant - DESKTOP.INF resp. NEWDESK.INF file. On how to handle several DESKTOP.INF /NEWDESK.INF or similar files refer to the relevant chapters below.

If, on a special occasion, you wish to create a unique configuration of PRGs, ACCs, and CPXs only once, you do not need to create a whole set for that purpose. Simply select the necessary files and exit XBoot.

4.1 Creating a new set



To define a new set, first activate all of the PRGs, ACCs, and CPXs that should belong to this set. Next click on the **>New set<** button (see above). The following dialog box appears:

New set

General	Active files	Miscellaneous
Name: _____ Date : 07.10.20 Attribut: Normal	AUTO folder: 1 Accessories: 0 CPX-Module: 19	☐ Blitter ☐ Cache

Cancel
OK

Give the new set a name of your choice of up to 13 characters in length. In the middle of the dialog you will see the number of the currently active PRGs, ACCs, and CPXs. Should your computer have a Blitter-chip or a CPU cache, you can turn them on and off on the right side. Confirm the new set by selecting **>OK<**.

Note 1: XBoot normally switches on both the Blitter and the cache. They need only be switched off in exceptional cases, e.g. when a program does not run correctly with the cache on.

Note 2: Mega STE users can configure the cache, but the setting here is only valid during booting. If the control panel accessory is loaded, the cache status after booting depends on the setting there. In order to have the cache switched on permanently in your Mega STE, you have to make sure that it is switched on in the control panel too. The Blitter setting (as well as the cache setting on Atari TT computers) is always permanent i.e. valid even after booting.

Note 3: AUTO folder programs, accessories, and CPX modules which are write-protected will, for obvious reasons, not be saved in a set and are depending on their extension ("**PRG/ACC/CPX**" or "**PRX/ACX/CPZ**") permanently active or inactive. This feature can be utilized, when for example you always wish to load a specific PRG/ACC/CPX regardless of the set definitions you may later specify. To do this simply change the

PRG/ACC/CPX file status to **"read only"**. Naturally, the file must also have the correct extension ("**PRG**", "**ACC**" or "**CPX**") in order to be loaded. The file status can be changed either from the desktop or with the help of the XBoot file selector (see below).

4.2 Set selection

To select an already available set simply click on it. The set will be displayed in reverse and PRGs, ACCs, and CPXs belonging to it are shown. You can also use the function keys F1...F10. To facilitate ease of use each set is prefixed with the corresponding F-key. The sets 1 to 10 are activated with F1 to F10, while the sets 11 to 20 by means of Shift + F1...F10.

Since in normal operation you would only click on a set and then terminate XBoot, there is another (faster) method of set selection. With this method a set is activated and the XBoot terminates immediately. To do this, instead of clicking once, use a double-click on the desired set, or press the corresponding F-key together with the Alternate key.

4.3 Changing sets

The settings in a set can be changed anytime. Simply select the set to be changed (see above) and change the PRG, ACC, or CPX settings. The same goes for all other set related definitions like autostart, Info-files, batch commands etc. which are discussed below. As an indication that a set was modified, a dot appears after the set name.

4.4 Autostart



You are probably aware that GEM programs should not be copied to the AUTO folder since they cannot run from there. **"GEM programs"** refers to all programs that make use of GEM, that is to say use the mouse, menu bar, or dialog boxes (XBoot is an exception). This resulted in an inability to run GEM programs automatically, at least with the older TOS (operating system) versions 1.00 and 1.02.

TOS 1.04 dated 1988/1989 (as well as all subsequent TOS versions) have, at last, a documented way of starting a GEM program after booting. However, this is limited to one single program only, i.e. it is impossible to choose, during booting, which program should be run.

All these problems are solved by XBoot which allows for declaration of one autostart application for each set, that is to say a program which will be run after loading AUTO folder programs and accessories. Select first a set for which you wish to specify an autostart application. Select **>Autostart<**. The XBoot file selector appears next:

File Name	Extension	Size	Date	Time	Icons
USH	.DAT	1247	24/02/95	11:06	↑
USH	.PRG	22267	16/02/95	22:54	
USH_2	.RSC	18434	16/02/95	22:37	
UVK_7_1	.LZH	628132	14/07/98	23:00	
VANILLA	.ZIP	7034412	12/07/19	06:21	
VECTORS	.PRG	21869	09/05/18	14:13	
WORDPLUS	.PRG	86944	07/10/20	17:57	
XCONTROL	.ACX	44681	11/06/93	13:50	
XCONTROL	.TXT	36587	20/06/91	12:10	
XCONT_UK	.ACX	44685	07/07/93	09:01	
XFERRATE	.TTP	21730	19/03/17	16:03	↓

Select : WORDPLUS.PRG

Cancel OK

A B **C** N

You can now select the program which should be run automatically after booting. For example, if you have a set called **"Wordplus"** and wish to have the program WORDPLUS.PRG run automatically when this set is activated, select first the drive and folder which contain WORDPLUS.PRG using the file selector, then click on the program itself and confirm everything with **>OK<**. Or you can also just double-click on the file (**>Cancel<** terminates the input without changing anything). XBoot now checks if the specified program really exists and accepts it as the autostart application for the given set. For your information, the program is now shown below. The autostart path will, from now on, always appear whenever the given set is selected.

Sets

It is possible to circumvent the path test in case of a file which, at the time of XBoot's running, does not yet exist. For example, this can occur when a program is to be started from a RAM disk, which is installed only after XBoot terminates and the relevant program is only then copied to the RAM disk. To avoid the path test, type in the complete path name on the path line of the file selector and the file name in the file name field, then click on **>OK<** with the mouse while holding down the Control key.

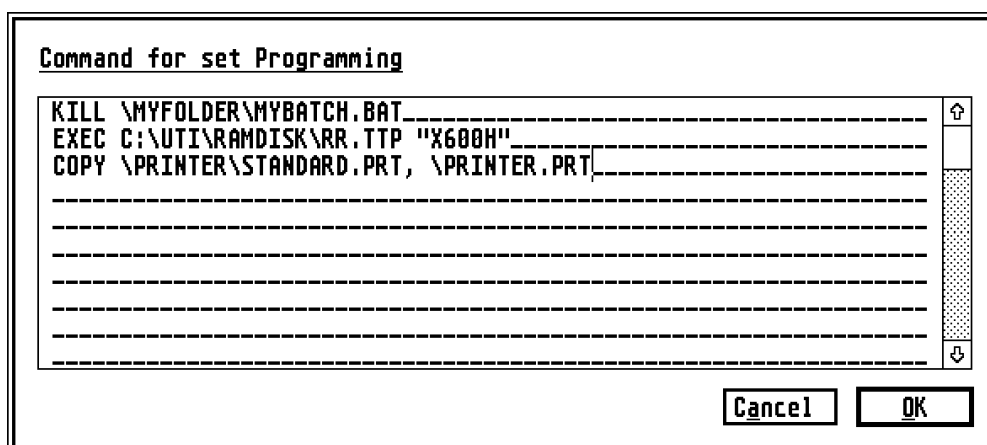
The autostart application of a set can always be changed or deleted. Select a set and click again on **>Autostart<**. You can now change its path. To delete the application, simply delete the file name in the file selector by pressing Esc and confirm with **>OK<**.

The STs with older TOS versions 1.00 (1985/86) or 1.02 ("Blitter TOS" 1987) cannot, without additional help, run GEM programs automatically. Because of this there is an extra utility program intended especially for these TOS versions. It is called XBSTART.PRG and it will be automatically copied into the AUTO folder by the installation program, should your Atari use TOS 1.00 or 1.02.

4.5 Batch commands



A sequence of batch commands can be specified for each set. These commands are then executed automatically when the set is activated. To associate commands with a set, select first the corresponding set and click then on the **>Batch editor<** button (see above).



Command for set Programming

```
KILL \MYFOLDER\MYBATCH.BAT
EXEC C:\UTI\RAMDISK\RR.TTP "X600H"
COPY \PRINTER\STANDARD.PRT, \PRINTER.PRT
```

Cancel OK

Only one command per line is allowed. In addition to standard functions (cursor up/down, **Shift + cursor up/down** etc.), there are two extra functions to ease the editing of batch commands: **Control + Insert** inserts

a blank line at the current cursor position. **Control + Delete** deletes the current line.

The descriptions of all possible commands are as follows:

COPY <Sfile> <Dfile>

Creates a copy of **<Sfile>** under the name **<Dfile>**. If **<Dfile>** already exists it is overwritten.

Example: **COPY D:\LASER\STD.BAT C:\LASBRAIN.BAT**

COPY <Files> <Dir>

Copies the file(s) defined by **<Files>** into directory **<Dir>**, **<Files>** may contain wildcards ("*" and "?"). Files that already exist in **<Dir>** will not be copied. This command is especially useful for automatic copying of files to the RAM disk.

Examples: **COPY E:\TC\SOURCE*.C H:**
COPY D:\WORDPLUS.* H:

COPY <Dir1> <Dir2>

Copies the complete contents of the directory **<Dir1>** (including all subdirectories) to **<Dir2>**. The maximum recursion depth is 10. If the directory **<Dir2>** does not exist, it will be created automatically. Files from **<Dir1>** that already exist in **<Dir2>** will not be copied. This command is also well suited for automatic file copy to the RAM disk.

Examples: **COPY E:\TC\ H:**
COPY D:\ H:

NAME <Old> <New>

Renames/moves the file **<Old>** to **<New>**. Both files must be on the same drive. Should the file **<Old>** not exist no error message will appear.

Examples: **NAME H:\TC\TC.PRG H:\TC\COMPILER.PRG**
NAME H:\TXT\WORDPLUS.PRG H:\WORDPLUS.PRG

Sets

NAME <Files> <Dir>

Moves the file(s) defined by <Files> to the directory <Dir>. <Files> may contain wildcards ("*" and "?"). Files that already exist in <Dir> will not be moved.

Example: NAME H:*.TXT H:\DOC\

CHEXT <Files> <Ext>

Changes the extensions of the file(s) <Files> to <Ext>. <Files> may contain wildcards ("*" and "?"). <Ext> may start with a point but may only contain three characters behind it.

Example: CHEXT C:*.BAT .BAX

KILL <Files>

Deletes the file(s) defined by <Files>. No error message will appear if the file does not exist. <Files> may contain wildcards ("*" and "?").

Examples: KILL H:\CONFIG.DEF
KILL E: *.BAK

MKDIR <Dir>

Creates the directory <Dir>. This command is useful for automatic copying to a RAM disk if you want to create single directories.

Example: MKDIR H:\TEXT RMDIR <Dir>

Deletes the directory <Dir>. <Dir> may not contain any files or folders.

Example: RMDIR H:\TEXT

CHKEMP <Drv>:

If file commands (such as COPY) are used to copy files to a RAM disk, you can use "CHKEMP X:" as the first command, where 'X' is the RAM disk id. This command checks if there are any files on drive <Drv> and aborts the execution of the file commands if so. Purpose: If you use the

file commands (e.g. COPY) for automatic copying to a (reset resistant) RAM disk, there is (normally) no need for copying the files again after a reset because they are still on the RAM disk. Although XBoot does not copy already existing files, you can save a lot of time by using CHKEMP that would otherwise be wasted by XBoot to check whether each file already exists on the destination drive.

Example: `CHKEMP H:`

`EXEC <File> "<Cmd_line>"`

Loads and executes the (TOS) program **<File>** and passes the quoted command line **<Cmd_line>** to it. **<Cmd_line>** is optional and may be left out.

Example: `EXEC C:\UTI\RAMDISK.PRG "X600H"`

Each command must be followed by at least one space. The command processor is not case sensitive, i.e. upper/lower cases can be mixed. In addition, a comma can be used instead of a space to separate multiple parameters for the command (as in COPY for example). The number of spaces as separators is arbitrary.

The following are allowed:

```
NAME \OLD_DESK.INF, \DESKTOP.INF
    name \old_desk.inf \desktop.inf
    Name      \OLD_DESK.INF, \DESKTOP.INF
    nAmE \OLD_DESK.INF , \DESKTOP.INF
    NAME \OLD_DESK.INF      \DESKTOP.INF
```

Not allowed:

```
NAME\OLD_DESK.INF, \DESKTOP.INF    missing space after
                                     'NAME'
```

```
NAME \OLD_DESK.INF\DESKTOP.INF    missing space or a
                                     comma
```

Individual commands can be used for a variety of tasks. For example, the COPY command can be used to install Info-files (see next chapter) if more

than three individual files are needed. You can use NAME to load or not to load a driver, or some other file, when a set is activated. Or you can use KILL to assure that a particular file does not exist. For obvious reasons, no error messages are reported if specified files do not exist.

The EXEC command can be used during booting to run (TOS) programs which are not in the AUTO folder. An example of this is a RAM disk which can be configured using a command line. In this way you can use a specially adapted RAM disk for each set and still have only one copy of the RAM disk program on your floppy/hard disk. The COPY command could then copy all needed files from disk to RAM disk.

Technical note: If a memory resident program is run using EXEC, that - unlike a reset resistant RAM disk - is not installed on top of free memory, the so-called "segmentation" of memory may occur. This means that after XBoot ends the free memory is no longer "in one piece". This can eventually lead (especially on computers with little memory) to some programs being unable to run due to lack of memory. To avoid this, memory resident programs (such as customised file selectors or printer driven) should be copied to the AUTO folder. As previously noted, this problem does not normally exist with reset resistant programs such as RAM disks and printer spoolers which are normally installed on top of memory.

Whether or not there are any batch commands for a given set is indicated by a modified batch editor symbol:



4.6 Info-files



In addition to accessories, AUTO folder programs, and CPX modules, certain configurations frequently require various other files, which from now on will be called **"Info-files"**. These are, among others, files like NEWDESK.INF (or DESKTOP.INF for Atari STs with TOS 1.xx), ASSIGN.SYS (for GDOS), or batch files for command line interpreters.

One of the most common examples of this is the NEWDESK.INF file. If you don't always use your Atari in one and the same screen resolution,

you must be familiar with the problem yourself: If you've set and saved the window sizes and positions in high resolution (640 x 400 pixels), these values are totally useless with lower resolutions on a colour monitor. Occasional users of large screen monitors have similar experiences. The only cure to remedy this situation is the administration of several DESKTOP.INF files for all possible cases, each of which will contain the desktop information such as window sizes, icon positions etc.

Another application of Info-files is with ASSIGN.SYS files used by GDOS. which among others contain all character sets and device drives about to be loaded. Using XBoot you can administer several of these files, and install the desired ones as needed.

And finally, one more example: A user has an Atari laser printer and uses it together with the printer driver DMC-Laserbrain. This printer driver is configured using a batch file called LASBRAIN.BAT which must be located in the root directory of the boot partition. Among other things, this file indicates which character sets should be loaded and how big is the buffer required by the driver. If the user also works with Wordplus, he then needs a whole range of character sets and a large memory for the buffer, for example 700K. If he then uses Turbo C too, he needs only the small character set and a smaller buffer of 80KB. It would, therefore, be desirable to have several these batch files and install only the ones which are actually needed.

These examples should prove the point. If you still are not quite sure what this is all about, just read on. A little further down you will find a commented, comprehensive, and working example.

4.6.1 Installation

There is a very simple method for management and installation of Info-files in XBoot. Perhaps you will recall the three little windows under CPXs. The title of each of these windows contains the name of the relevant Info-file. Immediately underneath there's room for names of files which are to be installed. **"Install"** in this case means that XBoot creates a copy of the given file and saves it under the name of the relevant Info-file, for example as NEWDESK.INF.

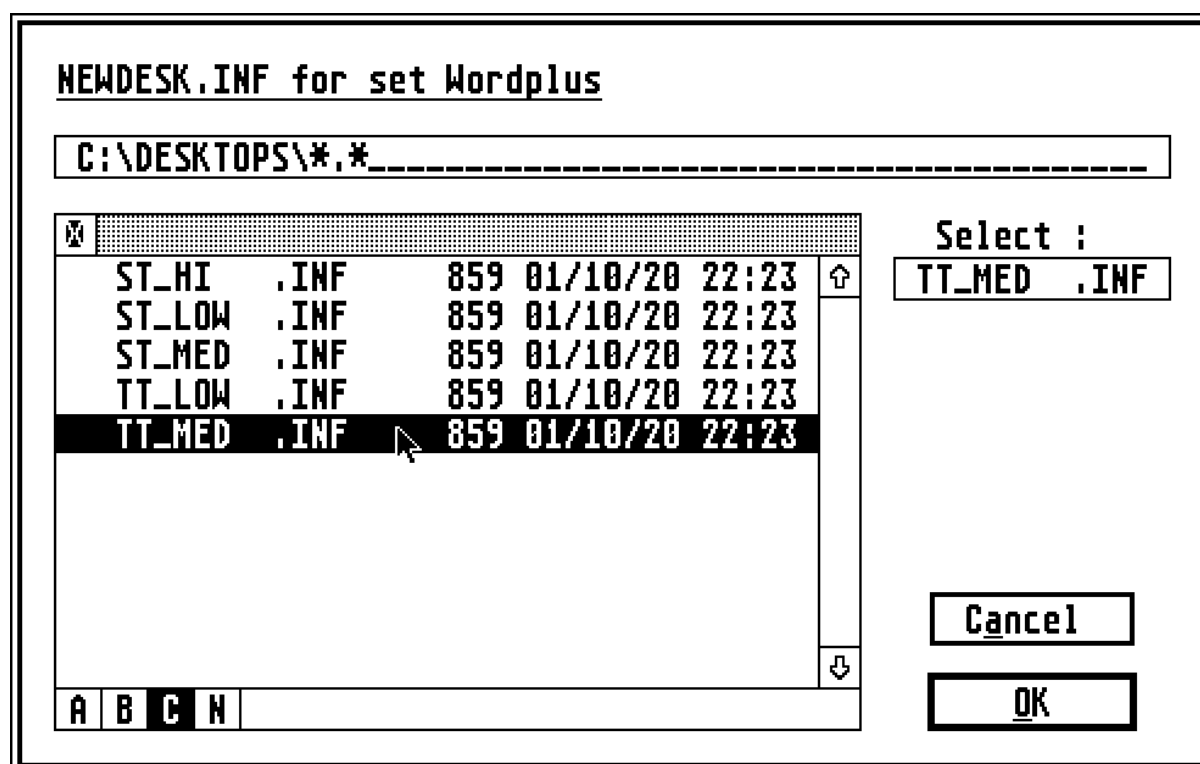
You can define the names of the three files in parameters. The first two have already been allocated for NEWDESK.INF (or DESKTOP.INF on

Sets

STs with TOS 1.xx) and ASSIGN.SYS files. But they can be changed if needed.

Note for owners of the ST computers with TOS 1.xx. This manual frequently refers to the NEWDESK.INF file which is used to save important parameters about the desktop. On STs with TOS 1.xx the respective file is called DESKTOP.INF. All further references to the NEWDESK.INF file therefore refer also to the DESKTOP.INF file.

For example, to install a special NEWDESK.INF file for a set, select first the relevant set. Click next on the **>NEWDESK.INF<** window. The file selector appears, and you can now select the file which is to be installed as NEWDESK.INF. Prior to that, of course, you must have saved a NEWDESK.INF file from the desktop and changed its name, for example to **"HI_RES.INF"** in case of high resolution (more about this in an example further down).



After leaving XBoot the selected file is copied and saved in the root directory as (in this case) NEWDESK.INF.

To reverse the installation of an Info-file, simply delete the name of the file in the file selector and confirm it with **>OK<**.

Note: Should you still have an ST with the old TOS versions 1.00 or 1.02 you can considerably speed up the Info-file installation (as well as any hard disk access) by getting and installing - or have your dealer install - the current TOS version.

4.6.2 An example

To better understand the last chapter here is an example. Let us assume that you normally work in monochrome (in this example Atari ST/STE with B/W monitor SM124/144/146) but sometimes use the colour monitor as well. You can now create a specific desktop for different applications which will be installed automatically whenever you invoke the corresponding set.

In the simplest case you would need three different NEWDESK.INF files. One for the high, one for the medium, and one for the low resolution. To do this you would proceed as follows: First, start your computer in high resolution (monochrome). It would be the best if you now create a new folder in the boot partition. Call it, for example, 'DESKTOPS'. Arrange all windows and icons to your taste and save this arrangement by clicking on **"Save Desktop"** under the menu **"Options"**. All the settings are now saved in the file NEWDESK.INF in the boot partition. Copy this NEWDESK.INF file into the folder \DESKTOPS. Open this folder and rename the file NEWDESK.INF into, for example, DESK_HI.INF. This is done by clicking on the file and then clicking on the **"Show Info"** in the menu **"File"**.

Now, reboot your computer in colour. Proceed exactly as described above and create a NEWDESK.INF file for both middle and low resolutions. Do not forget to copy the files into the \DESKTOPS folder and then rename them. Call the two new files DESK_MID.INF and DESK_LOW.INF.

At this point the folder \DESKTOPS on your boot drive should contain three files called DESK_HI.INF, DESK_MID.INF and DESK_LOW.INF. Perform a reset and wait until XBoot comes up on the screen. It is assumed that you have already created the following four Sets: **"Wordplus"**, **"Hi-res"**, **"Mid-res"** and **"Low-res"**, whereby the **"Wordplus"** set is the special set for the word processor Wordplus, while the other three are the standard sets for each of the three possible resolutions. Select now the NEWDESK.INF file DESK_HI.INF for the **"Wordplus"** and **"Hi-res"** sets, DESK_MID.INF file for the **"Mid-res"** set and DESK_LOW.INF file for the **"Low-res"** set. This is done, as described

earlier, by clicking on the window with the title **>NEWDESK.INF<** and then selecting the desired file from the file selector.

If there were no errors, the appropriate NEWDESK.INF file will from now on always be installed and you can start working on a tidy desktop.

The choice of file types is completely arbitrary and depends only on your own requirements. You are therefore in no way limited to NEWDESK.INF or ASSIGN.SYS. Chapter 5 explains how to change the name of an Info-file.

4.6.3 Installation with COPY

Sometimes you may need more than three different Info-files, for example in addition to NEWDESK.INF, ASSIGN.SYS, and LASBRAIN.BAT you may need configuration files for your graphic card, a RAM disk, or a printer spooler. This too can be handled by XBoot with the COPY command, already mentioned above.

Let's assume you already have three Info-files NEWDESK.INF, ASSIGN.SYS, and LASBRAIN.BAT, however for some sets you also need an Info-file for your RAM disk called RAMDISK.INF which must be located in the root directory of your boot partition/disk. The \INFFILES folder contains two different versions of this Info-file, for example a RAM200K.INF for a 200 K RAM disk and RAM400K.INF for a 400 K RAM disk. To always use a 400 K RAM disk with your **"Wordplus"** set, select this set and open the batch editor (see 4.5). Enter now on the first empty line the following command:

```
COPY \INFFILES\RAM400K.INF \RAMDISK.INF
```

This results in a 400 K RAM disk being installed whenever the **"Wordplus"** set is activated

4.7 Set info



The Info button (see above) provides detailed information about the selected set. The same dialog box used when a new set was created now appears:

Set info		
General Name: Magic Date : 07.10.20 Attribute: Normal	Active files AUTO folder: 5 Accessories: 2 CPX-Module: 24	Miscellaneous ☐ Blitter ☐ Cache
Cancel OK		

On the left you can change the name. Underneath you will see the date of the last set change and at the bottom there is a popup menu for set attribute.

If you wish to make a set the default set, you can do this using the popup menu **>Attribute<**. A prerequisite is, however, that you have previously selected one of the two options **>Fixed default set<** or **>Fixed mono/colour<** in the parameters (Chapter 5.6). Otherwise, the popup menu will not appear.

Obviously only one set can be the default set. Should another set have been declared as default (fixed, mono or colour) the corresponding items are then disabled (indicated by light characters).

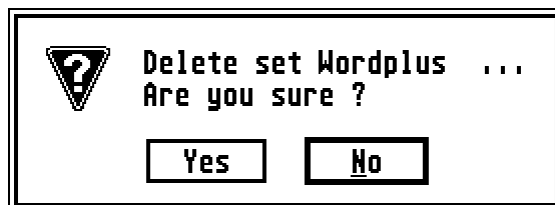
For detailed instructions about default sets please refer to Chapter 5.6.

In the middle you'll see how many files (PRG/ACC/CPX) belong to the set and on the right, you can turn the Blitter and processor cache on and off (assuming your computer has them).

4.8 Delete set



If you do not need an existing set anymore you can remove it from the list. To do this, select the set first and then invoke the trashcan symbol (see above). As a precaution an alert box will appear next:



Select **>Yes<** if you really wish to delete the set, or **>No<** to cancel. In order to have the set permanently removed you must naturally save the sets list afterwards (see below).

4.9 Undo



As long as you do not leave XBoot, it is always possible to reverse all changes made to PRGs, ACCs, CPXs and the sets. To do this select the **>Undo<** button. All PRGs, ACCs and CPXs are then restored to the state (active/inactive) they had before running XBoot. If a set was selected, the undo will deselect it again. If the sets were changed, the file SETS.DAT will be read again to undo the changes.

4.10 Save sets



In order for all changes within the sets to remain permanent, they must be saved. This is done by clicking on the relevant button (see above). The settings of all sets are then stored in the file \XBOOT\SETS.DAT. If the file already exists, it will be renamed to SETS.BAK. In this way you always have access to the previous version of SETS.DAT in case you accidentally saved the wrong settings. However, this file is only saved when there were changes made to it.

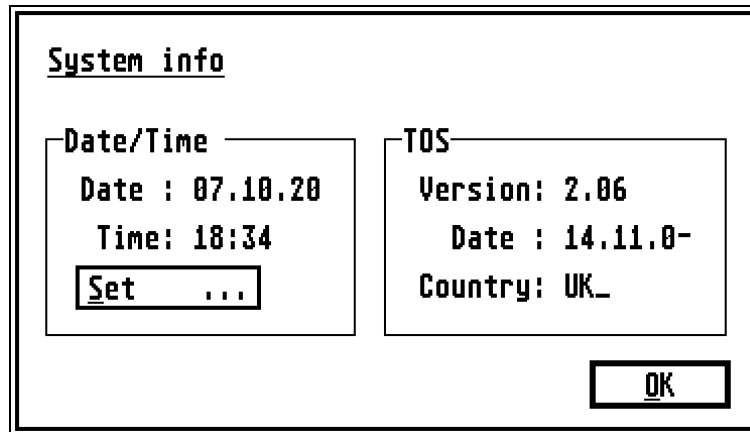
XBoot itself monitors if the sets were changed and asks before the program is terminated if the changes should be saved.

5. Miscellaneous functions

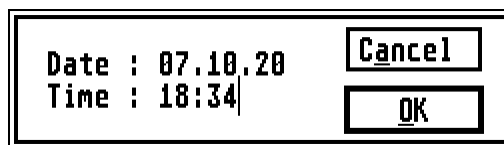
5.1 System info



This displays the TOS version in your Atari as well as the system date and time.



To change either date or time select "**Set...**". Enter the date and time in the dialog box which appears next and confirm this with **>OK<**.



Only the parts of the date which you have entered will be taken. So, if for example, the current date is February 7, 1992 and you wish to change it to February 8, 1992 you only need to enter the "**8**".

When entering the time, the minutes will be set to zero if they are not specified, i.e. after entering "**11**" the system time reads 11:00:00.

If you do not have a built-in battery backed-up clock in your ST, you can request XBoot to automatically ask for the date and time when it starts up (see parameters chapter). XBoot also takes care that the date and time are maintained even after a reset. Consequently, after turning your computer on you need to enter the date and time only once.

5.2 Utilities menu

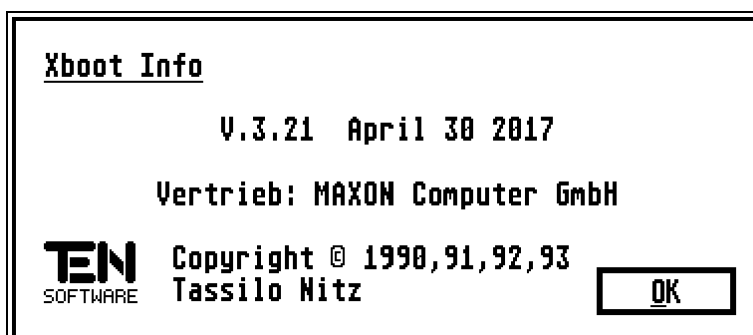


This symbol invokes a popup menu with a whole range of functions which are described below.

About XBoot...	⌘U
Running order...	⌘R
Sort... ..	⌘S
Parameters...	⌘M
Deactivate all PRGs	⌘P
Deactivate all ACCs	⌘A
Deactivate all CPXs	⌘C
File info...	⌘I
File selector...	⌘F

5.3 About XBoot

Displays the XBoot copyright notice and provides additional information about the version you are using. When making enquiries always make sure to include the version number of your XBoot.



5.4 Running order

As already mentioned, the programs in the AUTO folder (as well as accessories) are loaded and run in their physical order. However, it often

happens that, for example, two program do not "tolerate" each other, that is to say one or both do not work correctly when the other is also loaded. Since this can normally only be solved with a lot of hassle XBoot provides a special function, that can be used to change the order of PRGs, ACCs and CPXs.

The following dialog box appears after selecting **"Running order"** from the Utilities menu:

The dialog box is titled "Sequence". It contains a table with two columns: the first column lists program names, and the second column lists their types (PRG, ACC, or CPX). The table is as follows:

Sequence	☒ PRG	☐ ACC	☐ CPX
DATE_F	WDIALOG		
DATE_G	XBOOT		
EMULATOR			
FFSEL			
FFSEL			
LIBERTY			
MAGXB032			
MAGXBOOT			
MENU			
MINT030			
NVDI			
REDIRECT			
RSETMEM			
SILKMOUS			
SLCT_DEV			
SOCKETS			
STA_VDI			

An "OK" button is located at the bottom right of the dialog box.

The AUTO folder programs are displayed here unsorted, i.e. in their physical order. To change this order simply click on the file and, holding the mouse button down, move it to the new position. Release the mouse button. The file is then removed from its old location and moved to the new one.

Miscellaneous functions

Sequence		☒ PRG ☐ ACC ☐ CPX			
DATE	WDIALOG				
DATE_G	XBOOT				
EMULATOR					
FFSEL					
FFSEL					
LIBERTY					
MAGXB032					
MAGXBOOT					
MENU					
MINT030					
NVDI					
REDIRECT					
RSETMEM					
SILKMOUS					
SLCT_DEV					
SOCKETS					
STA_VDI					

Depending on your hardware configuration and the "distance" between the old and new position, this procedure can take a few seconds since XBoot uses only "clean" programming to change the running order (for technically minded: this means using GEMDOS functions).

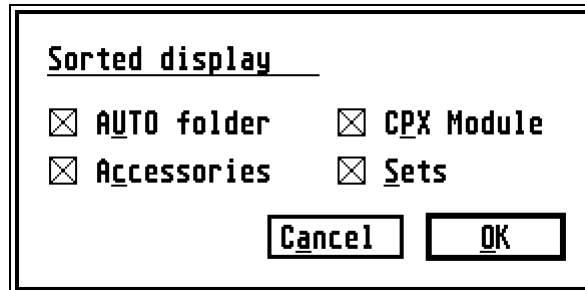
To change the order of accessories or CPX modules instead of AUTO folder programs simply select the relevant button above right.

As previously indicated, XBoot should run as the first program in the AUTO folder. In exceptional cases it may be advantageous to run a program before XBoot for example, a screen speeder like NVDI. If you have such a program and would always run it anyway, running it before XBoot will also substantially increase the speed of XBoot. To accomplish this, you can again use XBoot's order function.

Another use for this function is with programs that belong together and must, without exception, run in a particular order. For example, a RAM disk and special programs that copy the required files from a floppy/hard disk to the RAM disk. In such a case, the RAM disk must, of course, be installed first, since only then can the files be copied. If the order of such programs is wrong, it can be easily corrected as described above.

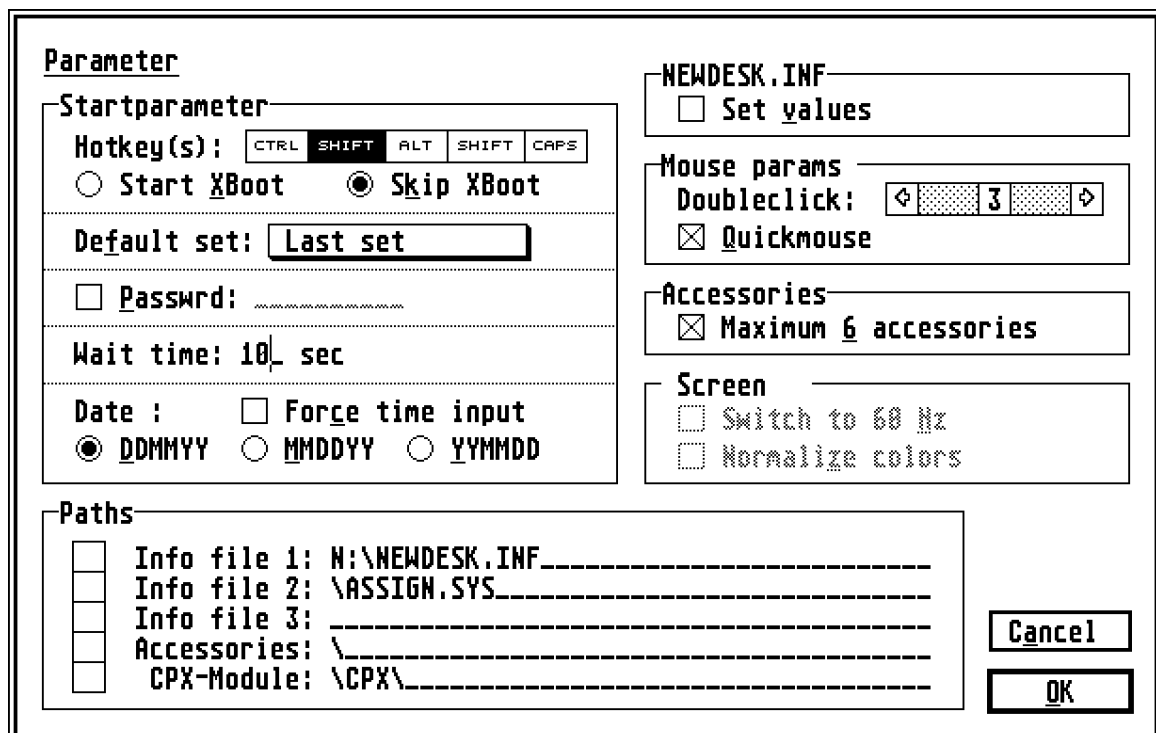
5.5 Sorting

This dialog lets you select whether PRGs, ACCs, CPXs and sets are shown in alphabetical (sorted) or in physical (unsorted) order. The meaning of physical order was described above. **"Unsorted"** for the sets means that the sets will be shown in the same order in which you have created them. The unsorted display is useful, for example when you are used to selecting your sets with the F-keys.



5.6 Parameters

In this dialog box you can set the basic presets which influence XBoot's behaviour and to adapt XBoot to your own requirements.



Miscellaneous functions

Hotkey(s)

Immediately after starting XBoot first checks if the key(s) listed here are pressed. If this is the case. XBoot will or will not start, depending on the current setting in the **"Start XBoot/Skip XBoot"**.

If you wish to have XBoot normally come up when booting, select **"Skip XBoot"**. You can then - assuming you wish to make no changes to the current settings - inhibit the starting of XBoot by holding down the hotkeys.

If, on the other hand, you select **"Start XBoot"**, XBoot will come up only when the specified hotkey(s) are held down.

The ability to select hotkeys is particularly useful since there are many AUTO-folder programs (such as the Atari hard disk device driver with the Alternate key) which also watch for special keys. Since, in most cases, the programs in the AUTO folder run quickly one after the other, it can happen that a wrong program is inadvertently either deactivated or run.

Do note that to invoke the hotkey function, the exact keys must be held down. For example, if the left Shift key is specified then this very key must be pressed to skip/start XBoot.

If XBoot is run from the desktop instead of the AUTO folder (which occurs rarely, if at all, XBoot will always come up on the screen. In other words, it makes no difference what the current XBoot hotkey function configuration is. The reason for this is quite obvious, if someone double-clicks on XBoot from the desktop he did it because he wanted to run it!

Default set

This popup menu determines how XBoot selects the default set. The default set is a set which is selected/installed automatically when during booting you suppress XBoot by using hotkeys (see above) or invoke the wait time (see below). You can choose between **>Last set<**, **>Fixed set<**, **>Fixed mono/colour<** and **>None<**

✓ Last set
Fixed set
Fixed Mono/Colr
None

The default setting is **>Last set<**. This means that XBoot pre-selects the same set you used during last boot.

>Fixed set< always uses one particular set. You determine which set this is in Set Info of the set in question (see 4.7).

>Fixed mono/colour< is a special case of a fixed set. This is of interest to users who have both monochrome and colour monitors and use them both. In such cases it is handy to define a set for each colour and monochrome modes, for example, to install a desktop customized for each resolution. To define a set as a monochrome or colour default so use the Set Info again.

Select **>None<** if you do not want to have a default set.

Password

You can enter a password of up to ten characters. If the option is activated. XBoot will then ask you to enter the correct password each time it is started resp. your computer is booting.



Enter the password of your choice and confirm it with Return. XBoot will tolerate up to two false entries. The password can contain any characters and no distinction is made between upper and lower case.

The option **»visible«** determines whether the password input is visible or hidden (i.e. the password does not appear on the screen).

Do remember the password because once you have entered and confirmed it, it will not appear again.

The password input has highest priority of all other functions in XBoot. This means, that even if XBoot is skipped by pressing the hotkey the password still must be entered. The only exception is if XBoot is run from the desktop. Then, of course, no password input is required.

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Note: The password provides you with a little security against unauthorised use of your computer. There are, of course, ways to by-pass it, especially with the newer TOS versions. But just think of it as another obstacle to illegal access.

Wait time

The time given here is the time XBoot waits for user action (keypress, mouse click or mouse movement) before continuing automatically. In this way if you turn your computer on and then temporarily leave, when you come back the computer is not stuck on the XBoot screen.

Force time input

This option is only selectable for users who own an ST without a battery backed-up clock. If this option is on, XBoot asks automatically for the current date and time after each cold start. This date and time will also survive a warm reset. XBoot knows if you own an Atari with a built-in real time clock and will then disable this option automatically.

Date

The standard date format in XBoot is **>MMDDYY<** (M-month, D-Day, Y-year). It is used for date entry in the XBoot file selector and other dialogs. If you wish, you can change the format to **>DDMMYY<** (European format) or **>YYMMDD<** (Far East format).

Set **DESKTOP.INF/NEWDESK.INF** values

The **DESKTOP.INF/NEWDESK.INF** file contains not only the information about the position of the windows and icons on the desktop, but also the settings of the control accessory, the serial port (RS-232) and the printer defaults. These take effect only when the relevant control and emulator accessories are run (**CONTROL.ACC** and **EMULATOR.ACC** or the newer **XCONTROL.ACC**).

If so desired XBoot can take over the setting of these values. However, this is only necessary if you never use the control accessory. This option is therefore normally off.

There is, however, one small limitation. XBoot runs from the AUTO folder and since at this point GEM (AES) has not yet been initialized, the setting of the colour registers is ineffective and the setting of the double-click is not possible.

When the relevant function is turned on, the following values from DESKTOP.INF/NEWDESK.INF are set by XBoot:

- key repeat response time and rate
- key click and bell
- printer defaults
- serial port (RS-232)

Mouse parameters

The mouse parameters refer only to the operation of XBoot. They have nothing to do with GEM mouse settings on the desktop.

Double click

The speed of the double-click inside XBoot can be set here just like in the control accessory. The higher the value given; the faster must two mouse clicks follow in order to be recognized as a double-click.

Quickmouse

The quick mouse function is turned on and off here. If quickmouse is active the mouse pointer moves twice as fast. This is particularly convenient for working in XBoot.

Screen:

Switch to 60 Hz

This is only available for owners of an ST/STE with a colour monitor. If you would rather work with the higher screen frequency you can instruct XBoot to automatically switch from 50 to 60 Hz.

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Normalize colours

For owners of a colour monitor only: Older TOS versions sometimes use very illegible colour combinations when booting (e.g. yellow characters on a white background), so that you can hardly read messages from AUTO folder programs. This option helps you with this problem and sets the colour registers to standard values. Please note that this setting is only valid for the period of booting.

Paths

Important paths can be entered in the bottom portion of the dialog box. You can enter them either from the keyboard or from the file selector (by clicking on the small field at the left)

Info-files

As already mentioned above, the names and paths of the three Info-files can be set at will. The paths for DESKTOP.INF/NEWDESK.INF and ASSIGN.SYS are already predefined. You can change them to any other file you want though.

However, deleting a path of an Info-file is not allowed when it is used by one or more sets.

Accessories

Hard drive owners normally boot from drive C, that is to say the programs in the AUTO folder and the accessories are loaded from this drive. But there are hard disk device drivers which enable booting from any partition, for example drive E. If you use one of those drivers, it is advisable to install XBoot in several partitions (see Chapter 1).

However, there are also hard disk drivers which allow booting from any partition, but this only applies to the AUTO folder programs. This means that accessories (and the NEWDESK.INF too) always load from drive C: regardless of the boot drive. If your driver works like this, you should enter "C:\\" here.

In addition, there are certain utilities which allow loading of accessories from a folder instead of the root directory. If you use such a program enter here the name of the folder which contains all your accessories.

The standard setting is "\", i.e. the root directory of your boot drive.

CPX modules

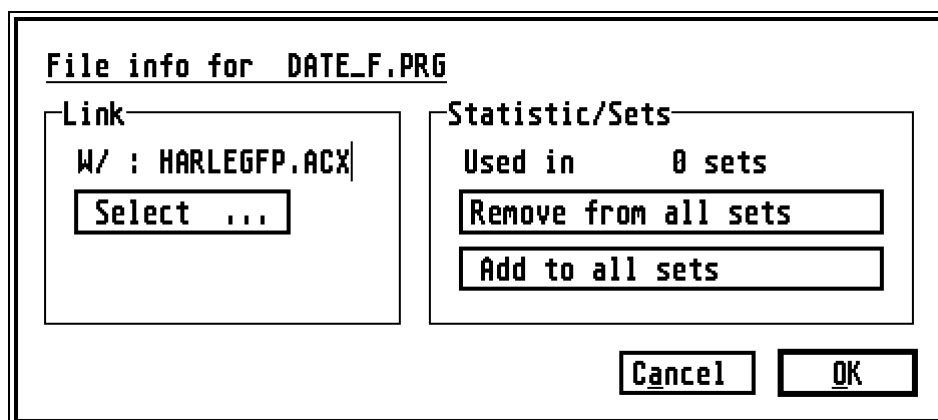
Enter here the path where the CPX modules for the control panel accessory are stored. The default is "\CPX\".

5.7 Deactivating all files

When there are a lot of active files and you only wish to activate some (or perhaps none at all) it is inconvenient to deactivate each unwanted file individually. The above-mentioned function has been provided in XBoot for this very purpose. This will deactivate all PRGs, ACCs and CPXs respectively in one go.

5.8 File info

If you double-click on a PRG/ACC/CPX or move the cursor bar to this file and press the Return key, you will get additional information about the file:



5.8.1 Links

Links were briefly addressed in Chapter 3. The idea for links came primarily from the fact that there are more and more AUTO folder

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programs which use a CPX module for configuration. For example, a user can control a printer spooler (AUTO folder kind) by using the supplied CPX module and so empty the buffer or change its size.

It makes, of course, no sense to load this CPX module if the spooler itself was not loaded in the AUTO folder. On the other hand, when the spooler is loaded as an AUTO folder program one wishes to be able to configure it by using the CPX module.

To facilitate working in such cases XBoot contains so-called links. They specify two files which belong together and are always activated and deactivated together.

Let us get back to our example. To establish a link between SPOOL.PRГ (AUTO folder program) and SPOOL.CPX (related CPX module) get file info for SPOOL.PRГ and enter as its link the SPOOL.CPX file. Instead, you can also click the **>Select<** button. A file selector will then appear so that you can comfortably select a link file. Naturally, you can also do it the other way around by specifying SPOOL.PRГ as a link in the SPOOL.CPX file info. The result is in both cases the same

Having confirmed it, the new link is marked with an arrow after both files:

✓ DATE_F ⇨

From now on you only need to click on one of the two files to activate or deactivate them both.

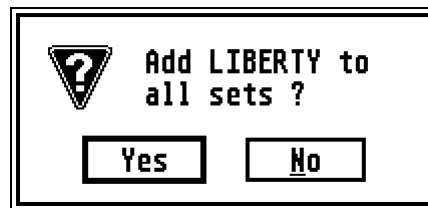
In addition to the PRГ-CPX combo there are also other possible links, e.g. between an AUTO folder program an accessory instead of a CPX module. You can also link two AUTO folder programs which belong together (e.g. a RAM disk and a program to automatically copy files to it). The only limitation is that the linked files must be either PRГ, ACC, or CPX.

Each file can only be linked to one other file. Multiple links between more than two files are not possible. An attempt to link a file which is already linked to another file will result in an error.

To cut a link simply delete the name of the link file in file info.

5.8.2 Copy file to all sets

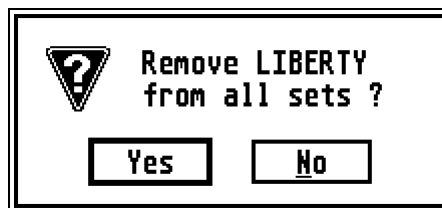
Quite often you would want to use a new AUTO folder program or desk accessory with all of the sets that are already defined in XBoot. This function has been provided to allow you to copy a file to all of the defined sets so that you do not have to do this individually for each set. Instead, you can also hold down the **Shift** key when clicking on the file or press **Shift+Space** or **Shift+Insert** in the main dialog. The following message will then appear:



If you want to use this file with all sets confirm it by selecting **>Yes<**

5.8.3 Delete file from all sets

This is exactly the opposite of the above function. It lets you delete a PRG, ACC, or CPX out of all sets. You can invoke this function from the main dialog too. Instead of using the Shift key now hold down the **Control** key. Again, an alert box appears:



Select **>Yes<** if you really want to delete the file from all sets. Note: This function, of course, will not delete the file (PRG, ACC, or CPX) itself from your hard drive. It will only delete its name within each set. You can reverse this operation at any time. e.g. by using **>Copy file to all sets<**.

5.9 File selector

The XBoot file selector was already mentioned above where it served to select autostart programs. But the file selector also offers a whole range

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of other useful functions. That is why it can be invoked separately. You can use it to quickly peek into various directories on your hard or floppy disk, to copy, delete, rename files, or change the file status, or to set/clear the various program flags of an AUTO folder program or accessory.

The operation of the file selector is in most parts identical to the original TOS file selector. The most important differences in brief are as follows:

- In addition to file name, the file size and date/time of last change is also shown.
- To change a drive, click on the corresponding field underneath the files, or press Control + drive letter.
- A popup menu ("Options") lets you select various other functions that will be discussed below.

Info	⌘I
Delete	⌘L
Copy	⌘C
New folder	⌘N
Free space	⌘F

5.9.1 File info

To get more info about a file, click on it first. Its name will then appear in the selection field. Select now **>Info<** from the **>Options<** menu. A dialog box appears next containing detailed information about the file:

File info

Name : WORDPLUS.PRG Date : 07.10.20
Size : 86944 Bytes Time : 17:57

Status

☒ Read/Write ☐ Read only

Flags

☒ Fastload
☒ Load in TT-RAM ☒ Use TT-RAM
Memory protect:

Cancel

OK

You can now change both the file name and status. Confirm the changes with **>OK<** or select **>Cancel<** to abandon the changes.

If you work with TOS 1.04 or with one of the newer versions, you can also set or clear the so-called fastload bit on all executable files - normally these are the files with extensions PRG, TOS, TTP, or APP. If the bit is clear, the whole available memory in your Atari is cleared following the loading of the program. But if the fastload bit is set, TOS skips the clearing of memory. This results in markedly faster loading of the program and is particularly apparent on computers with more than 1 MB of RAM. Therefore, if you set the fastload bit on all your AUTO folder programs and accessories, you can considerably accelerate the booting even after a sizeable memory upgrade.

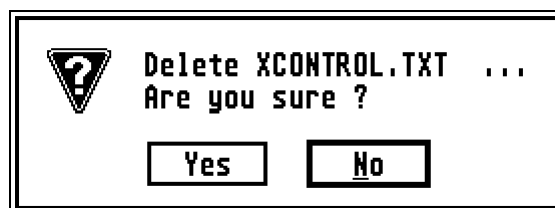
Of course, when using the fastload bit you ought to proceed with caution, since not all programs will run correctly when this bit is set. You should, therefore, not set this bit in all programs and accessories in one go, but one file at a time and then boot to test if the program performs without errors. The rule of thumb here is that almost all AUTO folder programs will tolerate the setting of the fastload bit, but only a few accessories will. The moral: better safe than sorry.

And once again, the fastload bit is only relevant from TOS 1.04. On old TOS versions it has no bearing whatsoever.

TT owners can in addition set/delete flags which determine whether the program is loaded into fast TT-RAM and whether it can allocate its memory from the TT-RAM pool.

5.9.2 Delete file

To delete a file, click on it in the file selector and select **>Delete<** in the options menu. As a precaution the following question will appear:



Miscellaneous functions

You can also delete folders. To do this hold the **Shift** key down and **click** on the folder or type its name in the selection field. Select then **>Delete<**. The folder may not contain files or other folders, or it cannot be deleted.

5.9.3 Copy file

To copy a file, first select the file in the usual manner. Next, invoke **>Copy<** from the Options menu. The file selector title will now change, and you will be required to enter the name of the target file path. Set the path where you wish to copy the file to and confirm it with **>OK<**. You can also terminate without copying the file by clicking on **>Cancel<**.

5.9.4 New folder

To create a new folder simply type its name in and select **>New folder<** in **>Options<**.

5.9.5 Free disk space

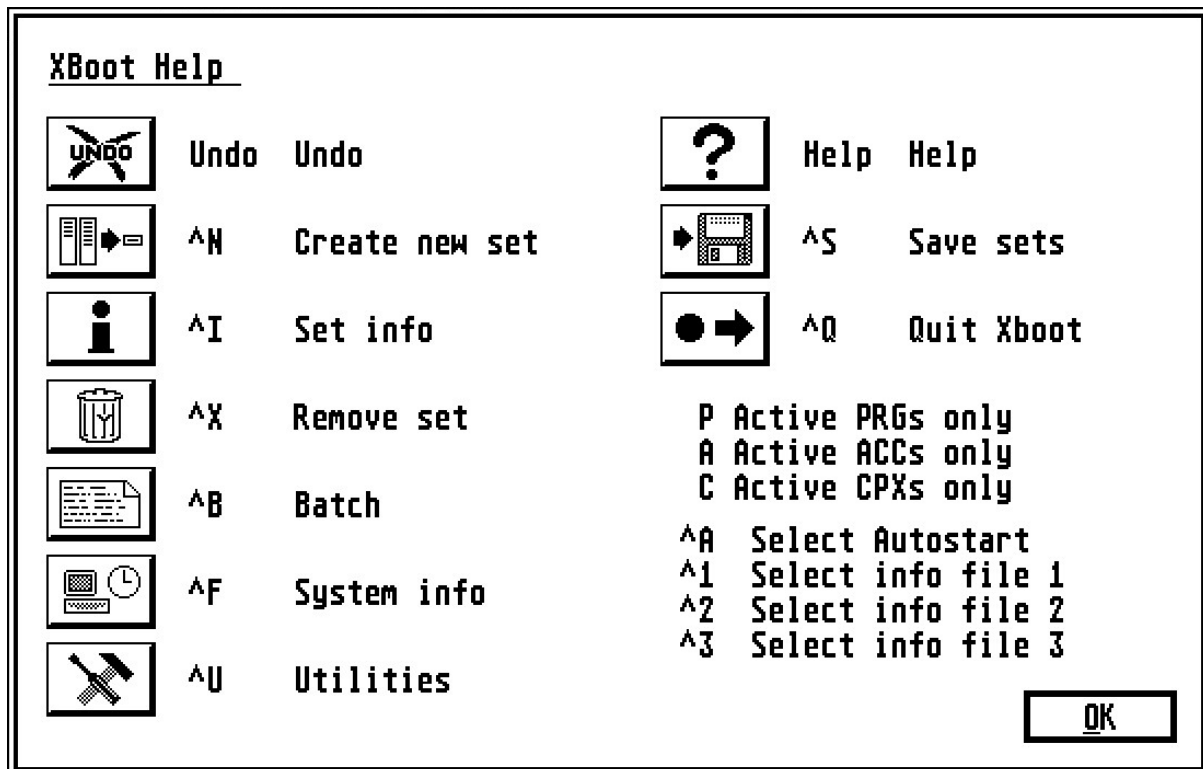
You can display the amount of free disk space on the default drive at any time. The following message will then appear:



5.10 Help



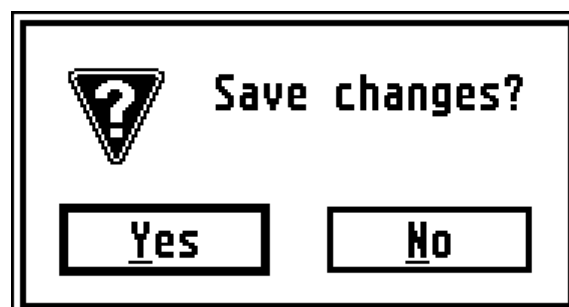
Displays an overview of main dialog functions and its shortcuts (' ^ ' stands for the Control key):



6. Leaving XBoot



To terminate XBoot, select the exit button (see above) or press **Control+Q** or **Esc**. If any values within the sets have been changed but not yet saved, a warning appears:



Leaving XBoot

If you choose **>Yes<** the current state of the sets will be saved in SETS.DAT.

Following that the PRGs/ACCs/CPXs will, depending on their settings, be renamed to *.PRG/*.PRX, *. ACC/*.ACX or *.CPX/*.CPZ.

If a set was active:

1. the Info-files will be installed (if defined)
2. the batch commands will be executed (if defined)
3. the autostart application will be installed (if defined)

The installation of Info-files and the execution of batch files can be monitored in a box in the middle of the screen.

As previously mentioned, the selection of a set and immediate termination of XBoot can be performed together by a single mouse click/keypress, i.e. by double-clicking on the desired set or by pressing **Alternate + F-key**.

Finally, and this only if necessary, the modified parameters and links are saved.

6.1 Cancel installation

You can cancel the installation of a set and return to XBoot's main screen by pressing the **Undo** key. XBoot will interrupt the installation and return to the main dialog again.

7. Overview of mouse & keyboard instructions

Following is a summary of XBoot mouse and keyboard functions:

7.1 Keyboard

File lists and sets:

Arrow up/down	Single cursor-bar movement
Shift + arrow up/down	Page back/forward in current list
Home / Shift + Home	Cursor or current list start/end
Arrow right/left or Tab / Shift + Tab	Move to next/previous list
Insert or space bar	Activate/deactivate file
Shift + Insert / space bar	Copy file to all sets
Control + Insert / space bar	Delete file from all sets
Return/Enter	Show file info for file under cursor
+/- (on the numeric keypad)	Move up/down in sets list
Shift +/-	Page back/forward in sets list
Control +/-	Show beginning/end of sets list
F1...F10	Select set 1...10
Shift + F1...F10	Select set 11...20
Alternate + F1...F10	Select set 1...10 and leave XBoot
Alternate + Shift + F1...F10	Select set 11...20 and leave XBoot

Shortcuts:

Undo	Undo
Control + N	Create new set
Control + I	Set info
Control + X	Delete set
Control + B	Batch editor
Control + F	System info
Control + U	Utilities menu
Help	Help
Control + S	Save sets
Control + Q	Leave XBoot
Alternate + U	About XBoot
Alternate + R	Running order

Overview of mouse & keyboard instructions

Alternate + S	Sorting
Alternate + M	Parameters
Alternate + P	Deactivate all PRGs
Alternate + A	Deactivate all ACCs
Alternate + C	Deactivate all CPXs
Alternate + I	File info for file under cursor
Alternate + F	File selector

P	Show active PRGs only
A	Show active ACCs only
C	Show active CPXs only

Control + 1	Select Info-file 1
Control + 2	Select Info-file 2
Control + 3	Select Info-file 3
Control + A	Select autostart program

Inside batch editor:

Arrow up/down	Move cursor up/down
Shift + arrow up/down	Page back/forward
Home / Shift + Home	Show start/end of the list
Control + Insert	Insert a blank line
Control + Delete	Delete line

While installing a set:

Undo	Cancel installation
------	---------------------

Inside the file selector:

Control + character	Change current drive
Control + Esc	Change to higher directory
Alternate + I	File info
Alternate + L	Delete file
Alternate + C	Copy file
Alternate + N	New folder
Alternate + F	Free disk space

Inside popup menus:

Arrow up/down	Next/previous option
Return/Enter	Select current option
Esc/Undo	Cancel

7.2 Mouse

- (De)Activating of PRGs, ACCs, and CPXs by clicking.
- Show file info by double-clicking on a file.
- Copy file to all sets with Shift + mouse click.
- Delete file from all sets with Control + mouse click.
- Set selection by a mouse click on a set.
- Select a set and immediately leave XBoot by double-clicking on a set.

8. Appendix**8.1 The SETS.DAT file**

As already mentioned in Chapter 4, the settings in all sets are saved in the file SETS.DAT which is located in the \XBOOT folder. This is a short description of the file:

- SETS.DAT is a plain ASCII file. i.e. it can be edited with any ASCII editor.
- Each line must end with an LF (ASCII code 10). CRs (ASCII code 13) are ignored.
- The length of the file is not limited.
- Only one command or a file name are allowed on each line.
- Leading and trailing spaces on a line are ignored.
- Any number of blank lines may be inserted anywhere.

For each defined set, a structure with the following layout is created in SETS.DAT:

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#SET <Set_Name>	Set name (13 characters max.)
#DATE <DDMMYY>	Date of last change
#START <Autostart>	Autostart application (optional)
#BLITOFF	Blitter off (optional)
#CACHEOFF	CPU cache off (optional)
#INFO1 <Info-file 1>	Info-file installation (optional)
#INFO2 <Info-file 2>	
#INFO3 <Info-file 3>	
#COMMANDS	Batch commands block (opt)
<CMD 1>	Up to 50 commands
<CMD 2>	
<CMD 3>	
...	
#PRG	The file names of active AUTO
<PRG 1>	folder programs follow next (just
<PRG 2>	file names without extensions)
<PRG 3>	
...	
#ACC	And now the names of all active
<ACC 1>	accessories (without extension)
<ACC 2>	
<ACC 3>	
...	
#CPX	Finally the names of all active
<CPX 1>	CPX files (without extension)
<CPX 2>	
<CPX 3>	
...	
#ENDSET	

8.2 Maximum file count

XBoot can handle the following number of files:

Sets	100
PRGs/ACCs/CPXs	100
Active PRGs/CPXs per set	50
Active ACCs per set	6
Batch commands per set	50
Links	100

8.3 Error messages

Any errors that occur either while using or after terminating XBoot are immediately reported. A distinction must be made between TOS (GEMDOS) errors - which mostly happen during file operations - and internal XBoot errors.

The errors are always shown in alert boxes. When an error occurs after clicking on **>Exit<** or double-clicking on a set, a choice is given between **>Stop<** and **>Continue<**. If you choose **>Stop<** you will be returned to XBoot so you can, for example, select another set.

TOS error messages

-1: General error

Like it says...

-2: Drive not ready

The drive is off or is not connected.

-4: CRC error

Error reading a sector from floppy or hard disk.

-6: Seek error

The drive cannot access the requested track.

-7: Unknown media

Incorrect boot sector on floppy/hard disk.

-8: Sector not found

The requested sector was not found.

-10: Write error

Error writing to a file. Can occur during saving of the SETS.DAT file or during installation of an Info-file.

-11: Read error

Error reading from a file. This can occur at the beginning of XBoot when an attempt is made to read the file SETS.DAT or during installation of an Info-file.

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-13: Write protect

This error occurs during an attempt to change a file on a write protected disk.

-14: Media change

The disk was changed since the last write access.

-15: Unknown device

The specified device is not known to the operating system.

-33: File not found

The specified file does not exist. This message can, for example, appear when specifying an autostart application for a set.

-34: Pathname not found

The specified folder does not exist.

-35: Too many open files

This error should not occur during XBoot.

-36: Access denied

There can be many reasons for this error. Access to a write protected file is the most common. This can happen when you attempt to delete a write protected file from the file selector. In that case you would first have to change the file status from "**read only**" to "**read/write**". Another reason can be the attempt to delete a folder which is not empty.

-39: Not enough memory

Not enough memory (RAM) is available for the operation of XBoot.

-46: Invalid drive

An invalid drive letter was specified.

-66: Not a GEMDOS file

An attempt was made to run a file which did not have the correct GEMDOS format.

Internal XBoot messages

50 programs maximum

Up to 50 programs (excluding write protected files) may be active in a set.

6 accessories maximum

Up to 6 accessories (excluding write protected files) may be active in a set.

50 CPX modules maximum

Up to 50 CPX modules (excluding write protected files) may be active in a set.

50 PRGs/6 Accs/50 CPXs already active in set xxxx

This error occurs when an attempt is made to add a PRG/ACC/CPX to a set which already contains the maximum allowed number of files.

100 sets maximum

Up to 100 sets can be saved.

Set name already exists

Whenever naming a new set or renaming an old one. XBoot checks whether the given name already exists in the list. If it does, this message is shown.

Invalid XBOOT.CFG configuration file format

Most likely you are using a configuration file from an older version of XBoot. Delete the XBOOT.CFG file from the \XBOOT folder. You can also ignore this message since the old file will be automatically overwritten next time the parameters are saved.

XBSTART.PRG required for GEM autostart

As already mentioned in Chapter 4, all owners of STs with TOS 1.00 or 1.02 need XBSTART.PRG in the AUTO folder of the boot drive in order to use the autostart option. If the program is not there, this message appears whenever attempting to define an autostart path name.

Error renaming...

An attempt to rename an AUTO folder program, an accessory or a CPX module failed (for example from **"*.PRG/ACC"** to **"*.PRX/ACX"** or vice versa). The most common reason for this is that a file with the new name already exists, for example **"CONTROL.ACC"** and **"CONTROL.ACX"**. XBoot then attempts to move the file to the \XBOOT folder in order to proceed with the processing in spite of the name collision (see next item).

...moved to \XBOOT folder

If an error occurs renaming an AUTO folder program, an accessory or a

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CPX module (see above). XBoot moves the file to the \XBOOT folder and terminates with this message.

Parser errors when reading SETS.DAT:

Unexpected EOF

File end reached before the end of a syntax structure.

Syntax error

The reason for this is mostly a mistyped keyword or an unknown command.

Missing set name

The name of a set in the set definition (immediately after '#SET') was not given.

#ENDSET expected

The next expected keyword was '#ENDSET'.

Too many PRGs

Too many active AUTO folder programs in a set definition (50 per set maximum).

Too many ACCs

Too many active accessories in a set definition (6 per set maximum).

Too many CPXs

Too many active CPX modules in a set definition (50 per set maximum).

Too many sets

XBoot handles up to 100 sets.

Not enough memory for sets

Not enough memory is available to read in all sets.

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